Ustym Ukhman | Front-end / Game Developer

Website | **LinkedIn** | **GitHub** | **CodePen**

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Personal Statement

I am a passionate web developer with 10+ years' experience developing mostly HTML5/WebGL games and advertising websites with a strong attention to details, responsive designs and unique user experiences.
I deal with projects' development, following it from design approval to publication and post-live updates through implementing pixel-perfect UI, solving visual and technical challenges, writing and testing code, focusing on its cleanliness and maintainability to ease future reuses.

Core skills

- **HTML5, SEO and APIs**
- **TypeScript / JavaScript (ES5+)**
- **React / Next.js, Vue.js, Svelte, Solid.js**
- **CSS3 (SCSS / SASS / Styled Components)**
- **WebGL/WebGPU (Three.js, Phaser, PixiJS)**
- **Vite, Webpack, Grunt, Gulp.js**
- **Bun, Yarn, PNPM, NPM**
- **Unity, C#**

Career summary

November 2021 – Present **TBWA\X, Remote (Ukraine)**
Front-end Tech Lead

Launched over 30 projects among games, websites, mobile applications, prototypes and case studies. Developed internal tools, plugins and libraries to allow for a faster, cleaner and highly flexible code in future projects. Highly involved in creation of a game platform including 20+ codebases of which 15+ highly customizable mobile games. Successfully collaborated with big clients from the UK, Netherlands, Switzerland, Baltics and Eastern Europe countries for their advertising campaigns.

Accomplishments
- Architectured, built and maintained the front-end part of an internal platform to ease the development of future advertising campaigns (React, Styled Components, Phaser, Three.js, Node.js Scripts, Project Design, Custom Git Flow, Git Submodules Integration).
- Developed and maintained over 20 advertising web apps for the one of the largest fast food restaurant chains for over 10 countries all over Europe (React, Styled Components, Phaser, Matter.js, Three.js, Anime.js, WebGL, GLSL, Gyroscope APIs).
- Architectured, developed and reskinned a 3D avatar creation platform accompanied by private Node.js packages to allow external developers to integrate users' avatars into their games (React, Three.js, GLTF/GLB, REST APIs Integration, NPM Packages).
- Delivered 3 advertising websites for an European train company with prize winning lotteries, games and visual effects (React, Styled Components, Phaser, Sentry, REST APIs Integration).
- Mentored over a dozen developers during different campaigns to introduce them to an internal tooling system and help deliver high quality projects in time.
- Prototyped and developed desktop, mobile and AR demo applications for potential clients and future use cases (A-Frame, Three.js, GLSL, Unity, FFmpeg, Blender).
- Co-developed, maintained and mentored several reskins of small e-commerce applications for customers and employees of the same fast food restaurant chain in Western Europe (React, Styled Components, Firebase APIs).
- Co-developed and maintained a lottery web page for one of the largest lingerie specialists in Europe (React, Styled Components, REST APIs Integration).
- Was involved in development and prototyping of several advertisement banner sets for large European companies (HTML5, jQuery, GSAP).

February 2020 – October 2021   Sigma Software, Kiev (Ukraine)
Senior Front-end Engineer

Worked as a front-end developer to support 5+ existing projects, engineered a new codebase and defined best practices to support other developers in an ongoing platform redesign. Successfully collaborated with big clients from USA, Great Britain and Sweden to maintain and expand their existing platforms.

Accomplishments
- Maintained the existing solution of a big American e-commerce platform and engineered from scratch a complete front-end reskin (React, Next.js, Redux, Redux Thunk, Immutable.js, JSP, jQuery, SCSS, CSS Modules).
- Was involved in development of a 3D based e-commerce oriented platform (TypeScript, Three.js).
- Maintained and updated educational and healthcare platforms for big Swedish clients (TypeScript, Angular 4+, Vue.js, Nuxt.js, SCSS, SASS, PHP, Laravel, Jest).
- Developed new APIs for a big e-signature company (PHP, Java, Bash script).
- Co-developed a document management platform for a Ukrainian government sector (Vue.js, Nuxt.js, SCSS, BEM, REST APIs).
- Produced 5+ playable ads based on popular mobile games such as "Homescapes" and "Manor Matters" (JavaScript, Pixi.js).

August 2016 – January 2020   MONOGRID, Florence (Italy)
Front-end Developer

Launched over 15 projects among websites, mobile applications and internal experiments. Developed tools and components for better, cleaner and highly adaptable code in future projects. Worked with UX and motion graphic designers in order to produce eye-catching and innovative user experiences. Successfully collaborated with big clients from USA, Europe and Australia to advertise their best products.

Accomplishments
- Co-developed a website and its Content Management System for a production company specialised in short films and TV shows (Vue.js, Intersection Observer API, Amazon Web Services, SCSS).
- Launched an advertising website for an internally developed mobile video game based on a popular TV show (Vue.js, WebGL, Three.js, anime.js).
- Developed and maintained a website for the Milan Philharmonic Orchestra with concerts and players management (Vue.js, WebGL, SCSS, Bodymovin Animations, multi-language).
- Created and maintained a mobile Augmented Reality app for a big Italian luxury fashion house, targeting Android and iOS platforms which has reached 10.000+ downloads on Google Play Store (Unity, EasyAR, ARKit Image Tracking, Universal Media Player, Firebase Analytics).
- Built a website for an Italian advertising agency with a content management system (Vue.js, Three.js, SCSS, Prismic, multi-language).
- Developed main and advertising websites for a big photography studio in NYC connected to a back-end management infrastructure (Vue.js, PixiJS, SCSS, WordPress REST APIs).
- Co-developed a multi-award winning website to advertise a new season of a popular Italian TV show (Vue.js, SCSS, SVG animations, custom video players).
- Co-developed two award winning websites to promote italian's music festivals (Vue.js, GSAP, SCSS, Web Audio APIs, Soundcloud APIs).
- Built and maintained an advertising website for a big German liqueur company (Vue.js, SCSS, Webpack, WordPress REST APIs).
- Co-developed websites to advertise new cars from two big automobile manufacturers (CoffeeScript, AngularJS, Custom VR video player, Grunt, gulp.js).
- Created a website for one of the biggest Italian film and television production companies (PHP, jQuery, WordPress).
- Some advertising websites mentioned above have won several awards like "DDA Of The Week" and "Site Of The Day" (from CSS Design Awards and AWWWARDS).

September 2014 – July 2016   **Noovle S.R.L., Sesto Fiorentino (Italy)**
                                    Full-stack Developer

Developed and customized OpenCart modules for e-commerce websites. Involved in early development of WebView applications with PhoneGap. Maintained a web application for the management of Italian motorways with Google Maps APIs and Oracle DB geospatial data (100+ users). Implemented updates to track constructions of new motorways along with the rebuilding of the old ones and brought new features to the Street View-like application.

Accomplishments
- Expanded the main application with new features and refactored old software to increase its versatility for future migrations and updates (HTML/JS/CSS, PHP, SQL, Oracle DB).
- Implemented and tested tech solutions to new requests on mobile version and side projects (HTML5, AngularJS, MySQL).
- Developed and tested batch jobs to move substantial amounts of data (Java, Linux Bash, Google Fusion Tables).

Education and qualifications

- **Google Maps API: Developer Essential –** Online Course, 2015
- **Computer Science Diploma –** ITI Leonardo Da Vinci, Florence, 2014
- **3 Honours & Awards –** Manutencoop scholarships, Florence, 2012; 2013; 2014

Languages

- **English** – C1, Actively used
- **Italian –** C2, Second language
- **Ukrainian** – C2, Mother tongue

Interests and hobbies

In my spare time I enjoy learning and playing with new APIs, tools and technologies by developing experiments, sketches and pet projects, keeping my GitHub profile updated and publishing some of them on my YouTube channel and website. I watch a lot of films, documentaries and occasionally read books about the game development industry.